GAME BOY ADVANCE

FAMILY FEUD

INSTRUCTION BOOKLET

GS
GLOBAL STAR
SOFTWARE

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

EVERYONE

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CONTENT RATED BY
ESRB

LICENSED BY
Nintendo®

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY MICRO AND NINTENDO DS VIDEO GAME SYSTEMS.

GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY ADVANCE GAME LINK CABLE.

Important Legal Information

Rev-D (L)

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Introduction

Survey Says...*Family Feud* is one of the most popular and longest run-ning game shows in television history. After watching other families compete for big money throughout the years, it's time for *your* family to show how well they know the game.

Does your family have what it takes? If so...it's time to play *Family Feud*!

Getting Started

From the Main Menu, use the +Control Pad to select from the available options. Then, press the A Button to proceed.
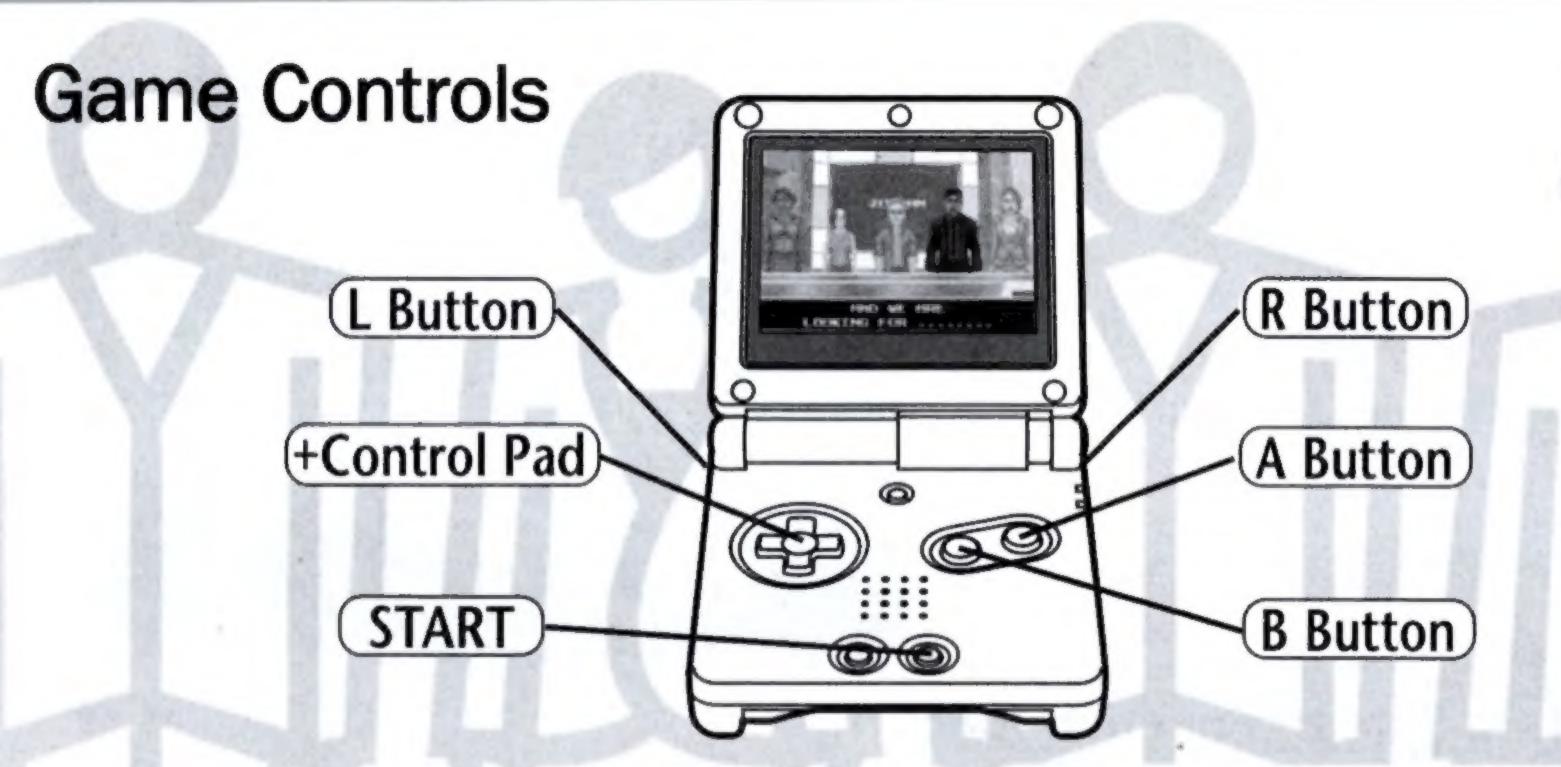
Menu Screens
+Control Pad = Select Options
A Button = Accept Selection
B Button = Go Back

Game Controls

L Button

+Control Pad

START

R Button

A Button

B Button

During Game Play

A & B Buttons = Skip Dialogue

L Button = Buzz-In Family 1

R Button = Buzz-in Family 2

HELLO AND WELCOME TO FAMILY FEUD!

Keyboard Usage

+ Control Pad = Move Cursor

A Button= Select

B Button = Delete Last Letter

L Button = Toggle ABC/QWERTY* Layout

R Button = Skip To Enter

Keyboard On-Screen Function Keys

ABC/QWERTY *= Toggle ABC/QWERTY Layout

Board = Switch To View A Of The Scoreboard

Space = Insert Space Into Entered Text

Del = Delete The Last Letter Typed

Enter = Submit Answer

*QWERTY is a standard typewriter layout, while ABC will set the keyboard to an alphabetical order layout.

Standard Game

The Standard Game gives you the full Family Feud experience. You will play head-to-head against another family, with the goal of reaching the 300 point mark before your opponent. Be the first to reach 300 points and you go on to the Fast Money round for the chance to win the $20,000 prize. You will use the built-in keyboard to answer the questions.

The rounds progress as follows:

Round 1:   Two members face off to gain control of the round - then one family has three chances to get all the answers on the board correct, before they get three strikes. If they fail, the other family has a chance to steal the points with a correct answer.

Round 2:   Identical to the first round.

Round 3:   Point values awarded for a correct answer are doubled.

Round 4:   Point values awarded for a correct answer are tripled.

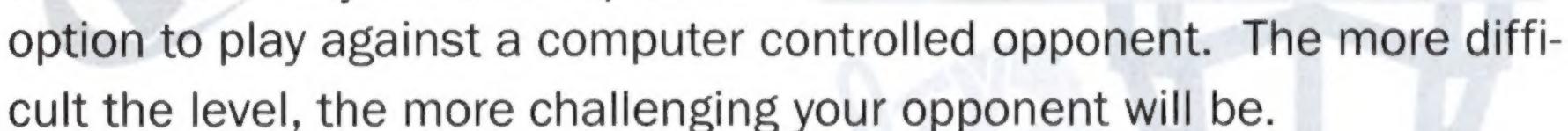Round 5:   The Fast Money round, where two members from the winning family take turns to guess the top answers of five different questions.

Note: *If neither team has reached 300 points by the end of round 4, the game will go to Sudden Death to determine which family will go on to the Fast Money round.*

Selecting the Standard Game mode gives you the option of playing a single-player game against a computer opponent or a multiplayer game against your friends.

Player VS. Computer

Choose the Player VS. Computer option to play against a computer controlled opponent. The more diffi-cult the level, the more challenging your opponent will be.
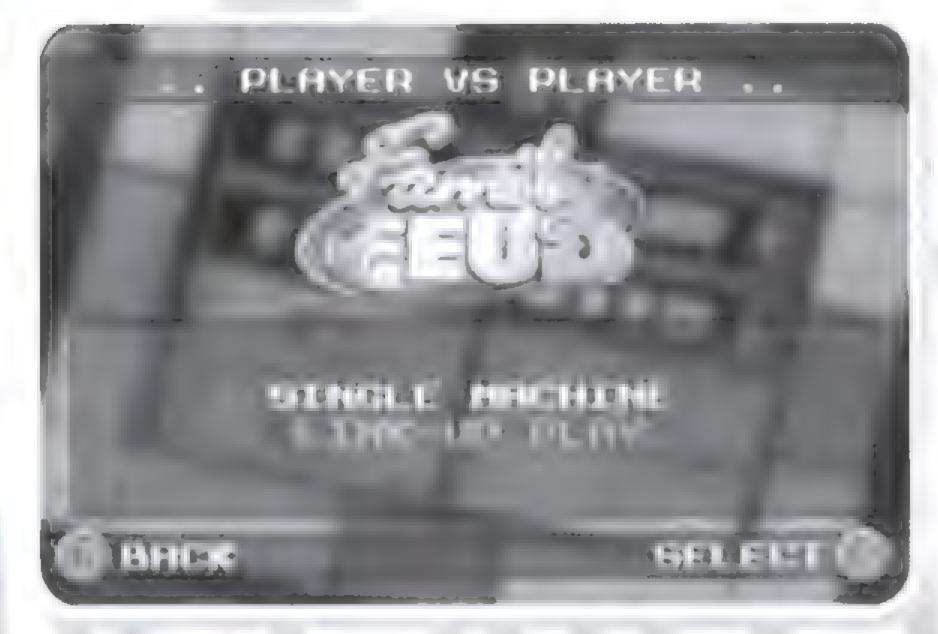
Player VS. Player

Select the Player VS. Player option to play against other human oppo-nents. Challenge your friends and family to see who can win the big money! For more authentic gameplay have each person select a spe-cific character to represent them. Pass the Game Boy Advance to each person when it's their character's turn to answer.

Single Game Boy Advance: Select Single Machine to play a friend using the same Game Boy Advance.

Link-Up Play: Face-off by connecting to a friends' Game Boy Advance using the Game Boy Advance Game Link® cable.

Quick Game

Quick Game is a little different than what you are used to seeing on TV. Instead of competing against another family, it's just you pitting your wits against the survey. You automatically have control of each round from the beginning. Try to guess as many correct answers as possible each round, before using up your three strikes. Get every answer correct in a round and you earn bonus points. Answer them all correctly without using up one of your strikes and you earn extra

bonus points. Instead of trying to win the Fast Money round, the goal is to bank as many points as possible during the course of the game.
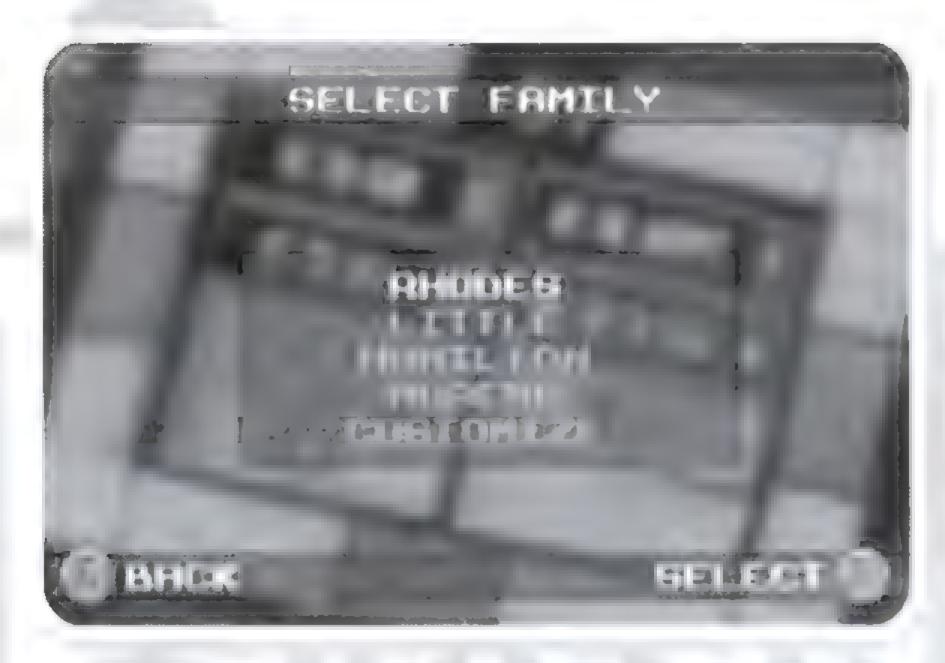
After selecting the Quick Game option, select the family you wish to represent you from the available list. Highlight your choice and press the A Button to proceed.

You will then be given the option to "Enter Your Own Family Name" or "Enter Studio", which will begin the game. You will use the built-in keyboard to answer the questions.

Quick game is a single player game and cannot be used with the Player VS. Player mode.

Family Selection

In both the Standard Game and the Quick Game, selecting the family you wish to play as will be the first thing you do.

You can choose to setup the "Customize" family or select from one of the four pre-made families.
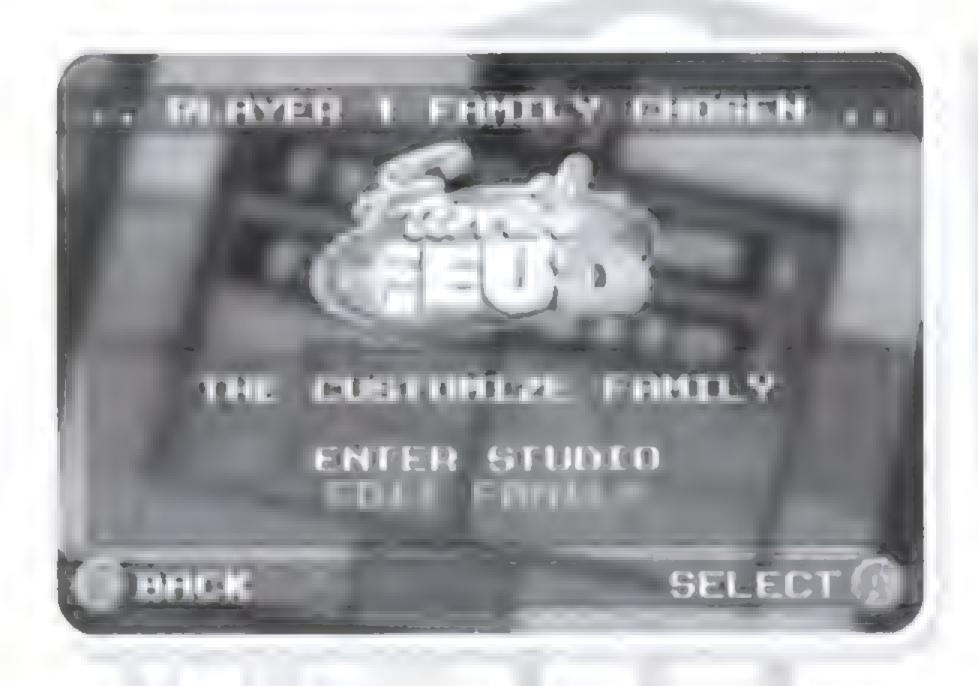
The Custom family is a blank slate, ready for you to create your own family. Each family member starts out as a generic man. It's up to you to customize them using the Family Editor.

The remaining four families in the list were pre-made, so you can just choose one and jump right into the game. The names are randomly selected every time you turn on your game, so each time you'll see something different.

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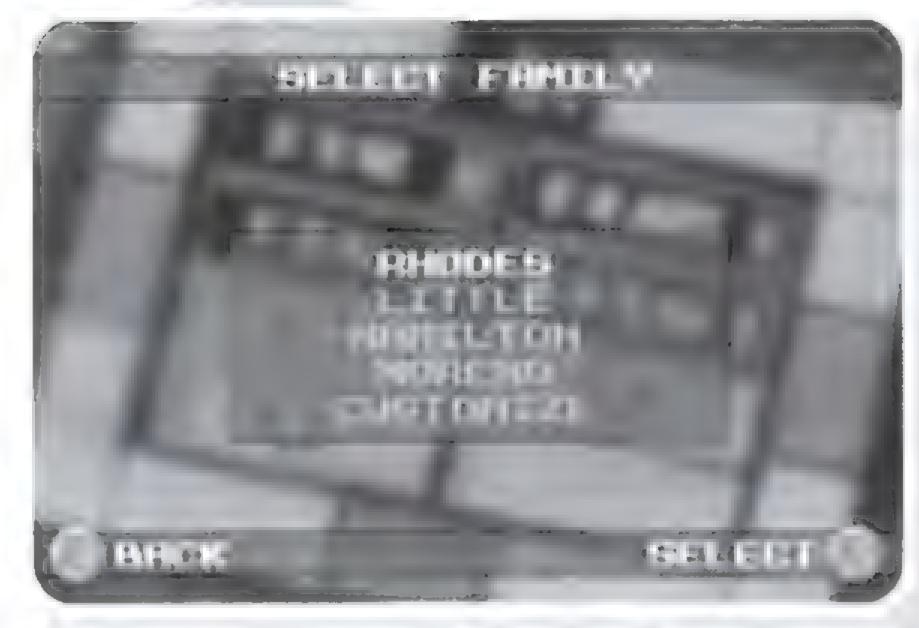When you chose a pre-made family, you will have the option to either Enter Studio or Edit Family.

Enter Studio – Selecting this option means your family has entered the studio and is ready to play the game.
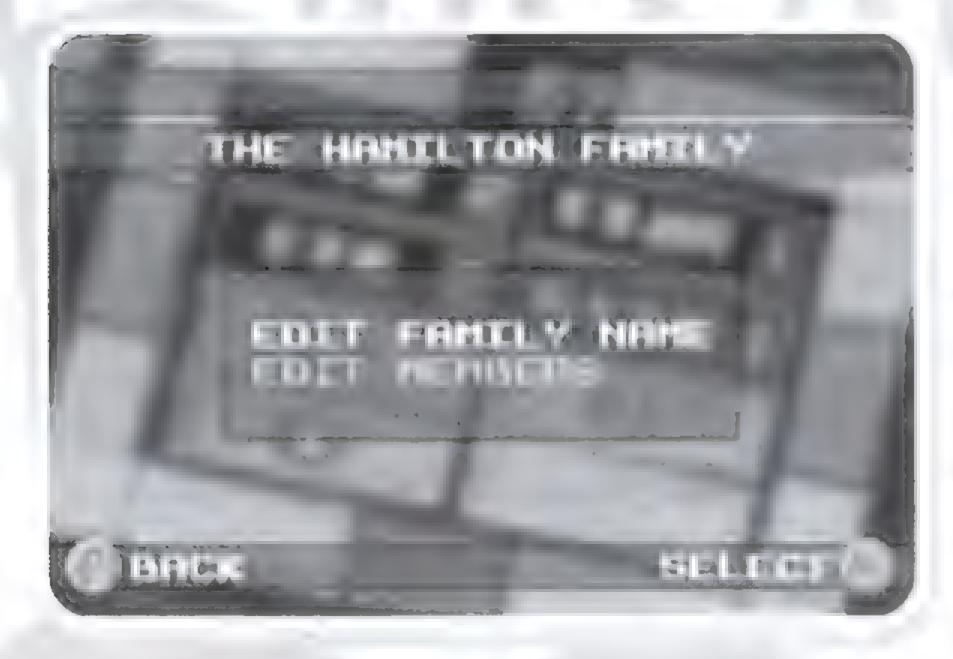
Edit Family – Selecting this option will take you to the Family Editor. The Family Editor will guide you through customizing your family.

Family Editor

A set of four pre-made families is included in the game to allow you to begin playing right away. In addition, this game features a robust family editor, which allows you to change the names and physical attributes of these pre-made families each time you play, to create your own customized family.

Edit Family Name

Use this option to change the last name of the selected family. You will also have the option of renaming a family each time you start a new game.

Edit Family Members

Selecting the Edit Members option allows you to change the names and attributes of the individual family members.

First Name: Change the first name.

Sex: Choose the gender.

Age: Determine youth or adult.

Head: Select from available heads.
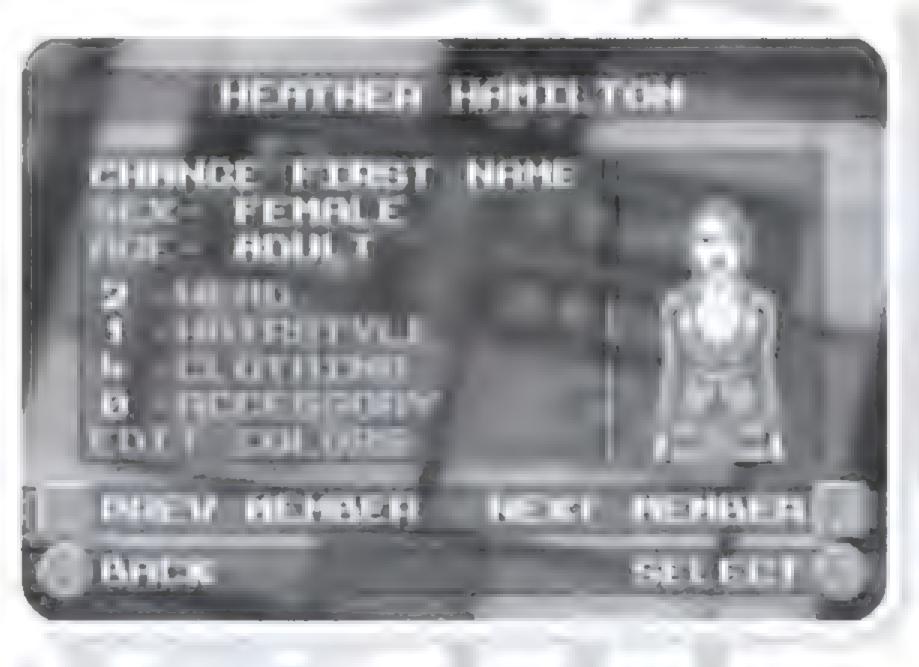
Hairstyle: Pick desired hairstyle.

Clothing: Choose an outfit.

Accessory: Add earrings, glasses, etc.

Edit Colors: Customize the colors of the skin, hair, facial hair, eyes and clothes.

Note: Don't forget to use the L Button and R Button to cycle through all five members of the family.

Options

The Options Menu allows you to select the text options, as well as view the game credits.

Text Dialogues: This setting allows you to select the amount of dialogue displayed while playing the game. Select the *Minimal* dialogue setting for faster gameplay. Choose the *Full* dialogue setting to include some additional dialogue and use of individual contestant names. Individual contestant names may be useful if there is a group of you playing and each person is assigned a contestant.

Credits: Select this option to see a list of the people involved in making this game.

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Operations Director
Jason Falcus

Finance Director
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Phil Gilbert

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Composed by John Lewis Parker

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